

AMENDMENTS TO THE SPECIFICATION**Page 22**

The paragraph starting on line 14 has been amended as follows:

In the example shown in Fig. 4, how to form (combine) 3-D image data by thinning out and combining inputted image data is described. While the 3-D image forming means 1 shown in Fig. 1 may do both thinning and combining such way, the thinning may be done by an external device and only the combining may be done by the 3-D image forming means 1. In the latter case, the left-eye image data L and the right-eye image data R inputted to the 3-D image forming means 1 from external come to be configured by only L2, L4, L6, and ~~only~~ L8 and only R1, R3, R5, and R7 respectively.

The paragraph starting on line 23 has been amended as follows:

In this embodiment, an adjustment is made so that the 3-D image parallax is reduced in the case where 3-D image display is continued for a predetermined time. Next, how the 3-D image parallax is handled and how each ~~3rd~~ 3-D image is seen will be described with reference to Fig. 18.

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The paragraph starting on line 24 has been amended as follows:

The predetermined time TIME3 described above represents an allowable time for the user to be able to appreciate 3-D images continuously. This ~~TIME3~~ TIME3 may be stored in the memory provided in the 3-D image display unit as a preset value. The preset value of the TIME3 may not be just one; for example, the TIME3 may be preset as many as the number of

combinations of parameters in the case where a parameter is set for each of elements related to the user's eyestrain at the time of appreciation, such as a screen size of input images, as well as a full reproduction time of video when the input image data is video data. The TIME3 may be changed freely by the user.

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The paragraph starting on line 14 has been amended as follows:

In the case where the left-eye 2-D image display mode is set in the information M2, the switch controlling means 200 turns off the switches 11 and 12 and turns on/off the switch 13 so that the left-eye image data L is inputted to the 2-D image forming means 6 and controls the switch 14 so that the 2-D image forming means 6 is connected to the frame memory 2. The 2-D image forming means 6 thus forms a left-eye 2-D image and writes the formed image in the frame memory 2 through the switch 14. The 2-D image is then inputted to the display means 3 from the frame memory 2. The display means 2 thus displays the image data as a 2-D image. The ~~2nd~~ 2-D image is formed at that time just like when the left-eye 2-D image display mode is set in the information M2 as described in the first and second embodiments of the present invention. Therefore, each 2-D image is formed and displayed in accordance with the 2-D display mode information M2 as described above.

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The paragraph starting on line 3 has been amended as follows:

In the case where the method ~~(A)~~ (a) is employed, the T_m value also comes to be determined by tests. In the case where switching between 3-D image display and 2-D image

display is repeated, the T_m value may be changed in accordance with the number of repeating times. In the case where the T_m takes a large value, long time 3-D image display is disabled, although the user is recovered enough from eyestrain. In the case where the T_m takes a small value to quicken the restart of the original 3-D image display, the user cannot be recovered enough from eyestrain. The THs must thus take a large value to make the 3-D image display shorter after the 3-D image display is restarted. This is why the combination of the T_m and THs values can be changed according to the taste of the user.

The paragraph starting on line 15 has been amended as follows:

Next, a case in which the method ~~(B)~~(b) is employed will be described. The accumulative intensity (AI), while 2-D images are displayed, is represented as follows using the following expression and the 2-D image display time T .